

Remarks

In the outstanding Official Action, the Examiner:

(1) objected to the drawings and required corrected drawing sheets in compliance with 37 CFR 1.121(d);

(2) rejected claims 1-8 under 35 USC 101 because the claimed invention is directed to non-statutory subject matter; and

(3) rejected claims 1-8 under 35 USC 102(e) as being anticipated by Rapoza et al. (U.S. Patent No. 6,561,811) ("Rapoza").

In response to Item 1 above, Applicants are submitting herewith corrected drawing sheets in compliance with 37 CFR 1.121(d). More particularly, Applicants are submitting Figs. 1, 2, 4, 7, 11, 13-14, 20, 22, 24-32 and 36-39, each of which are labeled "Replacement Sheet". Applicants do not believe that Figs. 3, 8, 9, 12 and 15 contain any handwritten figures or any shading which obscures the drawing or the labels, and thus these figures have not been resubmitted.

In response to Item 2 above, Applicants have amended claim 1 so as to clarify the claim and provide concrete limitations to the claim. Applicants believe that the amendments to claim 1 adequately address the Examiner's rejections under 35 USC 101.

In response to Item 3 above, Applicants have now amended claim 1 in order to more clearly define the present invention and distinguish it from the prior art. More particularly, Applicants believe that Rapoza discloses a computer game for preventing drug abuse. In the Rapoza reference, the player learns about the effects of drug abuse by controlling a virtual character which experiences the drug abuse. Thus, with Rapoza, the player merely engages in "role-playing" the virtual character as it experiences

drugs and, to the extent that there is any learning by the player, this learning is essentially vicarious and in the context of the character's behavior. In contrast, and as now recited in claim 1, Applicants' invention is directed to a method for teaching a skill. With Applicants' invention, the individual actively teaches a desired skill to a virtual character: the individual is an active teacher, not a vicarious learner. In other words, with Rapoza, the player learns through a passive process, i.e., pretending to be the virtual character experiencing the effects of drugs; with Applicants' invention, the individual actively teaches the virtual character and, in the process, also learns that same skill. Thus, Applicants do not believe that Rapoza teaches the invention as now claimed by Applicants.

Accordingly, Applicants believe that claim 1 is in condition for allowance, and allowance thereof is respectfully requested.

In addition, claims 2-8, which depend from claim 1, either directly or indirectly, are believed to be allowable at least through dependency.

Thus, Applicants believe that this patent application is now in condition for allowance, and allowance thereof is respectfully requested.

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In the event that any fees may be required in this matter,
please charge the same to Deposit Account No. 16-0221.

Thank you.

Respectfully submitted,

Mark J. Pandiscio 1/31/07

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